



# ROBERT STORM

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## EXPERIENCE:

**SUPERBOSS CREATIONS:** New York, USA - Marburg, Hessen, Germany (active since 2010)

**Portfolio Site:** <http://www.stormrob.com>

**Founder:** Independent video game production, digital media applications, consulting.

- Lead Designer
- Developer
- 3D Modeler
- Animator
- Net Programming
- Music Composer
- Drupal Web Site Development

**“Project Stormos”** - September 15, 2011 Release.

World’s first 3D “anti-platformer” <http://www.projectstormos.com>

Successfully funded via *Kickstarter*:

<http://www.kickstarter.com/projects/robostormo/project-stormos>

**Game Interviews:**

<http://www.nerd-age.com/project-stormos-interview-rob-storm/>

<http://www.indiegamemag.com/riding-out-the-storm>

**HCX DESIGN-HUMAN CONDITION:** Brooklyn, New York, USA (2010 - present)

**Company Web Site:** <http://www.hcxdesign.com>

**Full-Time Contract Work:** Lead Software and Application Developer, Lead 3D Designer. PC, Macintosh, iPhone, iPad. Worked and consulted directly with US clients regarding idea generation, prototyping, updates and follow through on clients’ projects. Produced digital media promotional materials for HCX.

**Sample Clients:**

**EQ Equisense Inc.,** <http://www.eqtrained.com>

- Lead game and application designer and developer.
- Rapid development of 3D equestrian training game prototype led to one million dollars in funding.
- Worked with U.S. Olympic trainer, Jane Savoie, including doing actual horse riding to understand training needs.
- Oversaw 3D motion capture sessions for horse animation data.
- Design, development and 3D lead on game - “EQ Live”
- Design, development and 3D lead on 3 shipped iPhone apps.

**Farmers Feeding the World Campaign:** <http://www.agweb.com/farmersfeedingtheworld/events/>

- Lead designer and developer for virtual walk-through.
- Roadshow exhibit touring the United States.
- Worked with clients in the design of realistic 3D exhibition models.

**HCX Design:** Internal assignments

- iPhone/iPad apps and game prototyping/proof of concept for in-house and client use.
- 3D walk-through applications for various clients.
- Interns: taught interns fundamentals of software development, 3D and game design and level creation.
- Oversaw testing of company software, games and debugging.
- Composer of music for various projects.
- Lead designer and developer of graphical financial management system.

## SKILLS:

### Software:

- **3ds Max**- organic character modeling and animation, hard surface modelling including weapons, props, vehicles, furniture design, interior design, and architecture.
- **Unity3d**- extensive game and application creation. Used for Project Stormos, EQ Live, 3 shipped iPhone apps, architectural walkthroughs, various game and application prototypes for clients.
- **Unreal**- 6 years experience in all aspects of design and development, including multiplayer levels and architectural design in Unreal Ed incorporating static meshes, animated meshes, textures and layouts and full conversion game-play scripting in Unreal Script and Kismet.
- **Programming**- Java Script, C++, C#, Unreal Script, PHP, ASP.net, Visual Basic.
- **Adobe Photoshop**- texture creation for character models, environment models, weapons and web design.
- **Microsoft Visio**- modern architecture and interior design planning, brainstorming and project management.
- **Zbrush**- organic character modelling and environment design.
- **Drupal** - used for entire Project Stormos website, tied to game.
- **Silo3d**- polygon modeling.
- **SONY Vegas Pro** - professional video editing.
- **Audio** - FL Studio, SONY AcidPro, Logic Pro, numerous plugins.

### Music:

#### Composition:

- Extensive catalog of original compositions covering a wide variety of styles.

#### Instruments:

- Piano and keyboards
- Guitar
- Midi

## EDUCATION:

### Degree:

- Bachelor's in Computer Video Game Development at DePaul University, Chicago, Illinois, USA
- Graduated cum laude

### Honors/Recognition:

- Member of *National Society of Collegiate Scholars*
- Member of *Golden Key International Honour Society*
- Team leader and lead designer on 7 major game development projects
- Projects created used as examples for incoming students